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1 **Object recognition by indexing using neural networks**
Villela, P.R.; Sossa Azuela, J.H.;
Pattern Recognition, 2000. Proceedings. 15th International Conference
on , Volume: 2 , 3-7 Sept 2000
Pages:1001 - 1004 vol.2

[Abstract]   [PDF Full-Text (408 KB)]   **IEEE CNF**

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2 **An evolutionary approach to the construction of new-generation software-intensive satellite control systems**
Vardanega, T.;
Parallel and Distributed Real-Time Systems, 1997. Proceedings of the Joint Workshop on , 1-3 April 1997
Pages:263 - 268

[Abstract]   [PDF Full-Text (520 KB)]   **IEEE CNF**

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3 **Toward hypermedia design methods for the semantic Web**
Montero, S.; Diaz, P.; Aedo, I.; Dodero, J.M.;
Database and Expert Systems Applications, 2003. Proceedings. 14th International Workshop on , 1-5 Sept. 2003
Pages:762 - 767

[Abstract]   [PDF Full-Text (350 KB)]   **IEEE CNF**

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4 **Structure and form: Strengthening selling documents**
Ramos, O., Jr.;
Professional Communication Conference, 1993. IPCC 93 Proceedings. 'The New Face of Technical Communication: People, Processes, Products' , 5-8 Oct. 1993
Pages:23 - 27

[Abstract]   [PDF Full-Text (376 KB)]   **IEEE CNF**

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1 **Plasma damage reduction for high density plasma CVD phosphosilicate glass process**
Sunway Chen; Chu-Yun Fu; Syun-Ming Jang; Chen-Hua Yu; Mong-Song Liang;
Plasma- and Process-Induced Damage, 2002 7th International Symposium on , 5-7 June 2002
Pages:76 - 79

[Abstract] [PDF Full-Text (268 KB)] **IEEE CNF**

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2 **Impact of radical oxynitridation on characteristics and reliability of sub-1.5 nm-thick gate-dielectric FETs with narrow channel and shallow-trench isolation**
Togo, M.; Watanabe, K.; Terai, M.; Fukai, T.; Narihiro, M.; Arai, K.; Koyama, S.; Ikezawa, N.; Tatsumi, T.; Mogami, T.;
Electron Devices Meeting, 2001. IEDM Technical Digest. International , 2-5 Dec. 2001
Pages:37.2.1 - 37.2.4

[Abstract] [PDF Full-Text (348 KB)] **IEEE CNF**

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3 **A simple neural model for fuzzy reasoning**
Tome, J.A.B.;
Fuzzy Systems, 1993., Second IEEE International Conference on , 28 March-1 April 1993
Pages:624 - 628 vol.1

[Abstract] [PDF Full-Text (240 KB)] **IEEE CNF**

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1 **New start-up schemes for isolated full-bridge boost converters**
Lizhi Zhu; Kunrong Wang; Lee, F.C.; Jih-Sheng Lai;
Power Electronics, IEEE Transactions on , Volume: 18 , Issue: 4 , July 2003
Pages:946 - 951

[Abstract]   [PDF Full-Text (566 KB)]   **IEEE JNL**

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2 **Using Zernike moments for the illumination and geometry invariant classification of multispectral texture**
Lizhi Wang; Healey, G.;
Image Processing, IEEE Transactions on , Volume: 7 , Issue: 2 , Feb. 1998
Pages:196 - 203

[Abstract]   [PDF Full-Text (392 KB)]   **IEEE JNL**

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3 **New start-up schemes for isolated full-bridge boost converters**
Lizhi Zhu; Kunrong Wang; Lee, F.C.; Jih-Sheng Lai;
Applied Power Electronics Conference and Exposition, 2000. APEC 2000. Fifteenth Annual IEEE , Volume: 1 , 6-10 Feb. 2000
Pages:309 - 313 vol.1

[Abstract]   [PDF Full-Text (364 KB)]   **IEEE CNF**

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4 **Design, implementation, and experimental results of bi-directional full-bridge DC/DC converter with unified soft-switching scheme and soft-starting capability**
Kunrong Wang; Lizhi Zhu; Dayu Qu; Odendaal, H.; Lai, J.; Lee, F.C.;
Power Electronics Specialists Conference, 2000. PESC 00. 2000 IEEE 31st Annual , Volume: 2 , 18-23 June 2000
Pages:1058 - 1063 vol.2

[Abstract]   [PDF Full-Text (572 KB)]   **IEEE CNF**

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5 **Parasitic ringing and design issues of high power interleaved boost converters**
Xudong Huang; Xiaoyan Wang; Ferrell, J.; Nergaard, T.; Jih-Sheng Lai; Xingyi Xu; Lizhi Zhu;
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Annual , Volume: 1 , 23-27 June 2002
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6 **An overview of World Wide Web caching**
Mingkuan Liu; Fei-Yue Wang; Zeng, D.; Lizhi Yang;
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5 , 7-10 Oct. 2001
Pages:3045 - 3050 vol.5

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7 **The study on the feasibility of DSM for Beijing**
Zeng Ming; Zhao Lizhi; Liu Baohua; Wang Baoqing; Liu Gendong; Zhao Lei;
Power System Technology, 1998. Proceedings. POWERCON '98. 1998 International
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8 **Segmenting 3-D surfaces using multicolored illumination**
Healey, G.; Lizhi Wang;
Computer Vision and Pattern Recognition, 1998. Proceedings. 1998 IEEE Computer
Society Conference on , 23-25 June 1998
Pages:384 - 389

[Abstract]   [PDF Full-Text (208 KB)]   **IEEE CNF**

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9 **The illumination-invariant recognition of color texture**
Healey, G.; Lizhi Wang;
Computer Vision, 1995. Proceedings., Fifth International Conference on , 20-23
June 1995
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[Abstract]   [PDF Full-Text (480 KB)]   **IEEE CNF**

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10 **On the stability of N-dimensional (N-D) digital filters in the presence of
nonessential singularity of the second kind (NSSK)**
Wang Lizhi; Du Xiyu;
Circuits and Systems, 1990., IEEE International Symposium on , 1-3 May 1990
Pages:3005 - 3007 vol.4

[Abstract]   [PDF Full-Text (192 KB)]   **IEEE CNF**

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11 **On nonessential singularities of the second kind in T^2U for 3-D digital
filters**
Wang Lizhi; Du Xiyu;
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[Abstract]   [PDF Full-Text (144 KB)]   **IEEE CNF**

L Number	Hits	Search Text	DB	Time stamp
-	13	5629752.pn. 5539523.pn. 5561718.pn. 5715325.pn. 5802361.pn. 5832115.pn. 5835616.pn. 5850463.pn. 5852669.pn. 5864630.pn. 5940530.pn. 5642431.pn.	USPAT; US-PGPUB	2004/06/29 09:20
-	1	("6445835").PN.	USPAT; US-PGPUB	2004/06/29 09:21
-	3	JP-63080242-$.did. JP-04346332-$.did. JP-06160993-$.did.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/29 09:24
-	6	wang-lizhi$.in.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/29 09:23
-	37	(382/$.ccls. or 348/$.ccls. or 340/$.ccls.) and (face or facial or head) same (color with (gradient or gradation or change or sobel) with (low$2 or less$2 or smaller or unchang$3 or below or under or threshold$3 or smooth or smoothly or uniform$3))	USPAT; US-PGPUB	2004/06/29 09:27
-	87	(382/$.ccls. or 348/$.ccls. or 340/$.ccls.) and (face or facial or head) same ((color adj chang$3 or gradient or gradation or sobel) with (low$2 or less$2 or smaller or unchang$3 or below or under or threshold$3 or smooth or smoothly or uniform$3))	USPAT; US-PGPUB	2004/06/29 09:38
-	26	(382/$.ccls. or 348/$.ccls. or 340/$.ccls.) and (face or facial) and (face or facial or head or area or region or pixels! or portion) same color near (gradient or uniform$2) with (intensity or brightness or luminance)	USPAT; US-PGPUB	2004/06/29 10:06
-	65	(face or facial) and (face or facial or head or area or region or pixels! or portion) same (color near gradient) same (intensity or brightness or luminance)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/29 10:05
-	24	(face or facial or head) same color near (gradient or uniform$2) with (intensity or brightness or luminance)	USPAT; US-PGPUB	2004/06/29 10:07
-	11	((human or person$3 or recogni$4 or identify$3 or identification) near face or facial) and (gradient with (low$2 or less$2 or smaller or unchang$3 or below or under or smooth or smoothly or uniform$3)) same ((intensity or brightness or luminance) with (above or high$3 or large$1 or greater or bright$2 or increased))	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/29 10:14
-	82	(382/$.ccls. or 348/$.ccls. or 340/$.ccls.) and ((human or person$3 or recogni$4 or identify$3 or identification) near face or facial) and (gradient with (low$2 or less$2 or smaller or unchang$3 or below or under or smooth or smoothly))	USPAT; US-PGPUB	2004/06/29 10:25
-	95	(382/$.ccls. or 348/$.ccls. or 340/$.ccls.) and (facial or area or region or pixels! or portion or window or mask) same (gradient with (low$2 or less$2 or smaller or unchang$3 or below or under or smooth or smoothly)) same ((intensity or brightness or luminance) with (above or high$3 or large$1 or greater or bright$2 or increased))	USPAT; US-PGPUB	2004/06/29 10:25

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105	(382/$.ccls. or 348/$.ccls. or 340/$.ccls.) and ((human or person$3 or recogni$4 or identify$3 or identification) near face or facial) same (intensity or brightness or luminance) with (above or high$3 or large$1 or greater or bright$2 or increased)	USPAT; US-PGPUB	2004/06/29 10:26
55	(382/$.ccls. or 348/$.ccls. or 340/$.ccls.) and ((human or person$3 or recogni$4 or identify$3 or identification) near face or facial or head or skin) same (area or region or pixels! or portion or window or mask or map$4) with ((gradient or chang$3 or vary$3 or varies or variance) near3 (low$2 or less$2 or smaller or unchang$3 or below or under or smooth or smoothly or uniform$2 or gradual$2 or slow$2))	USPAT; US-PGPUB	2004/06/29 10:26
63	(382/$.ccls. or 348/$.ccls. or 340/$.ccls.) and ((human or person$3 or recogni$4 or identify$3 or identification) near (face or facial) or area or region or pixels! or portion or window or mask or map$4) same (gradient or smooth or smoothly or smoothness or texture or uniform$3) with (intensity or bright$4 or luminance or white) with ("AND".u/c. or conjunction or (logical or boolean) adj "and" or combination)	USPAT; US-PGPUB	2004/06/29 10:29
42	((human or person$3 or recogni$4 or identify$3 or identification) near (face or facial) or area or region or pixels! or window or mask) same (gradient or smooth or smoothly or smoothness or uniform$3) with (intensity or bright$4 or luminance) with ("AND".u/c. or conjunction or (logical or boolean) near2 "and")	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/29 11:07
231	((human or person$3 or recogni$4 or identify$3 or identification or locat$3 or tracking or extract$3) with (face or facial or area or region or pixels! or window)) same (gradient or chang$3 or gradation or variation or variance) with (smooth or smoothly or smoothness or uniform$3 or low$2 or small$2 or less$2 or unchang$3 or flat) same ((high$3 or large$2 or great$3 or bright$3 or increased or maximum or white) near2 (intensity or brightness or luminance))	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/29 11:15
6	((human or person$3 or recogni$4 or identify$3 or identification or locat$3 or tracking or extract$3) with (face or facial or area or region or pixels! or window)) same (gradient or chang$3 or gradation or variation or variance or color) with (smooth or smoothly or smoothness or uniform$3 or low$2 or small$2 or less$2 or unchang$3 or flat) same ((high$3 or large$2 or great$3 or bright$3 or increased or maximum or white) near2 (intensity or brightness or luminance)) same ("AND".u/c. or conjunction or (logical or boolean) near2 "and")	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/29 11:27
49	((human or person$3 or recogni$4 or identify$3 or identification or locat$3 or tracking or extract$3) with (face or facial or area or region or pixels! or window)) same (gradient or gradation or chang$3 or color or vary$3 or differences!) with (smooth or smoothly or smoothness or uniform$3 or unchang$3 or flat) same ((high??$1 or large?$1 or great??$1 or bright??$1 or increased or maximum or white) near2 (intensity or brightness or luminance or density))	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/29 11:38
198	(382/$.ccls. or 348/$.ccls. or 340/$.ccls.) and ((human or person$3 or recogni$4 or identify$3 or identification or locat$3 or tracking or extract$3) with (face or facial or area or region or pixels! or window)) same (gradient or gradation or smooth or smoothness or uniform$3 or unchang$3 or flat) same ((high$3 or large$3 or great$3 or bright??$1 or increased or maximum or white) near2 (intensity or brightness or luminance or density))	USPAT; US-PGPUB	2004/06/29 11:44
23	(382/$.ccls. or 348/$.ccls. or 340/$.ccls.) and (face or facial) same (grad$5 or (color near (rate or chang$3 or uniform$3)) or smooth$2 or sobel) with (threshold$3 or normali$6)	USPAT; US-PGPUB	2004/06/29 11:54

89	382/103,115,118,164,165,190,199,203,274,276.ccls. and (face or facial) and (grad$6 or (color near (rate or chang$3 or uniform$3)) or smooth$2 or sobel) with (threshold$3 or normali$6)	USPAT; US-PGPUB	2004/06/29 11:56
63	382/103,115,118,164,165,190,274,276.ccls. and (face or facial) and (grad$6 or (rate near chang$3) or smooth$2 or sobel) with (threshold$3 or normali$6)	USPAT; US-PGPUB	2004/06/29 12:10
5	382/103,115,118,164,165,190,199,203,274,276.ccls. and (face or facial) and (grad$6 near5 (rate or chang$3)) with (threshold$3 or normali$6)	USPAT; US-PGPUB	2004/06/29 12:13
2	340/5.52,5.53,5.8-5.83.ccls. and (face or facial) and (grad$6 or (rate near chang$3) or smooth$2 or sobel) with (threshold$3 or normali$6)	USPAT; US-PGPUB	2004/06/29 12:13
34	340/5.52,5.53,5.8-5.83.ccls. and (face or facial) same (candidate or gradient or gradation or intesity or smooth$4 or bright$4 or hue or saturation or sobel or threshold or normali$6 or erod$3 or erosion or morph$3 or morphologic$2 or ellipse or oval or edge or bound$3 or mosaic)	USPAT; US-PGPUB	2004/06/29 12:14
73	(382/$.ccls. or 348/$.ccls. or 340/$.ccls.) and (face or facial or head) same (contrast) near2 (low$2 or less$2 or smaller or unchang$3 or below or under or threshold$3 or smooth or smoothly)	USPAT; US-PGPUB	2004/06/29 12:17
17	5629752.URPN.	USPAT	2004/06/29 12:25
96	(skin or flesh or face or facial) same (area or region or window or ellip$6 or block or neighborhood or circle or range or portion) with ("AND".u/c. or ANDed or ANDing or logical$2 or boolean) same (imag$3 or pixel or camera or CCD or picture or pel)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/29 14:53
36	(face or facial or skin or flesh) with (color or hue or saturation) with ((high$3 or greater or more or larger) near intensity or (low$3 or little or less$2 or under) near density or bright) with (smooth or smoothly or uniform$3 or flat or (contrast or gradient or gradation) near (low or little or no or less or under))	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/29 15:31